PUGSLEY'S SCAVENGER HUNT™

The Addams Family™

Instruction Manual

ocean

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Pugsley's Scavenger Hunt

As if things weren't ooky enough! Darling little Pugsley has lost his family to kidnappers who have hidden them as prisoners in their own spooky home. Only lovable little Pugsley can rescue them by hunting for delightfully strange items located in secret spots within their weird mansion; what oddities and atrocities await him! There are twisted creatures and complex features at every turn of the task.

ook!

If precious little Pugsley is able, he'll find and rescue Gomez, Granny, Wednesday and Uncle Fester and see them to the music room. Each one holds a piece of the unnaturally lovely music which Lurch must play to unlock the secret passage leading to Morticia.

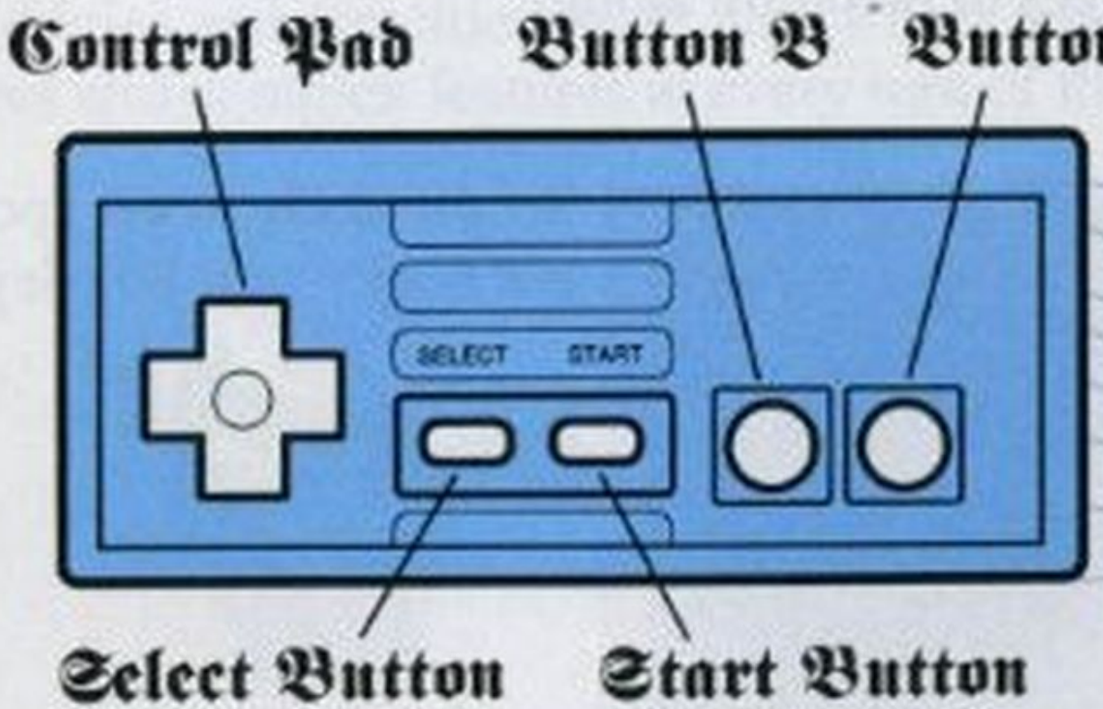
Pugley's only helper is the charmingly bizarre **Thing**™, who brings him startling messages to help him along.

So get ready to get spooky and get set to get kooky...it's Pugsley's Scavenger Hunt

en garde!

Getting Started

Insert the Pugsley's Scavenger Hunt game pak and turn on your Nintendo Entertainment System. After a few seconds, press the Start Button to begin the game.



Controls

START: Press Start to begin playing Pugsley's Scavenger Hunt. Also the Pause mode; the A button returns you to play.

START, then SELECT: Ends the game while in the Pause mode.

BUTTON A: Press Button A to jump. Tapping the button will make a small jump, while holding it down will make Pugsley jump higher. The amount of time that you hold the button down is directly responsible for the height of the jump.

BUTTON B: This makes Pugsley shuffle to the right.

SELECT: This makes Pugsley shuffle to the left.

CONTROL PAD

Up: Makes Pugsley climb up, or stand up when crouching; also, walk through doors.

Down: Makes Pugsley climb down or crouch; also, walk down through pipes.

Left: Moves Pugsley left.

Right: Moves Pugsley right.

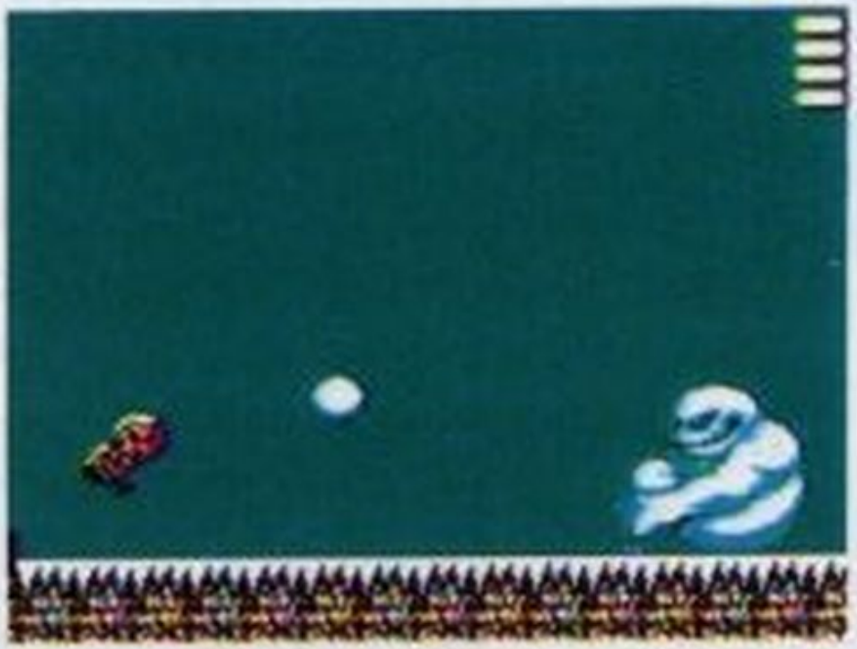
Status Display

The status panel displays the following.

Hearts: Shows the number of Hearts you have remaining. Hearts indicate your energy.

Lives: Indicates the number of lives you have remaining.

Score: Displays your current score.



Invisible bonuses will be given randomly throughout the game. These are worth 1000 points each.

Extra lives are attained by collecting the extra-life icons hidden all around the mansion.

How to Play

Your Goal

Pugsley must fully explore the Addams Mansion and rescue Gomez, Wednesday, Granny, Uncle Fester and Morticia. The Mansion is enormous, and his journey will take him inside, outside, above and below. While walking, flying and swimming, Pugsley must keep his wits about him at all times, as danger lurks within every scenario.

The only help Pugsley has are various messages from Thing,™ his only ally.

Where To Begin

You begin at the front door to the Addams Mansion. At this point, you can explore around outside, or enter the front door by pushing Control Pad Up.

On entering the Mansion, Pugsley has a choice of doors to enter, each accessing a different area of the house. These can be played in any order, but some are better (and easier) to complete than others.

Dealing With Strange Creatures

Within each area are a number of strange creatures who will do their utmost to hinder Pugsley. The only way to eliminate these guys is to jump onto them. But WATCH OUT! If any of them has a pointed or spiked head, you must avoid hitting them!

Each door from the Hall of Stairs will lead, ultimately, to one of the Big Bad Guys, and therefore a major reward – either a captured member of the Addams Family, or an extra Heart.

Finding Items

Also, there are items scattered around the Mansion that can assist Pugsley in his task. Many of these are in plain view along the way, but nothing is as straightforward as it seems! The Addams Family and everything associated with them is **WEIRD**... especially their home! Secret doors exist everywhere. Of course, these doorways are usually invisible to the human eye, so exploration of walls and floors is highly recommended. Look out especially for inconsistencies in appearance. It is all very deceptive, but highly rewarding if discovered.

Rescuing Family Members

Each time you rescue a member of your family, they will make their way immediately to the Music Room. Here Lurch sits at his organ and plays a tune. Each member of the family gives Lurch a portion of music to play. This tune will build up gradually as Gomez, Granny, Wednesday and Uncle Fester have been rescued. Once they are ALL congregated in the Music Room, Lurch will have the entire tune to play which will open up the secret passage leading to the underground chambers, and eventually... Morticia!

Switches

At strategic places within the Mansion are Switch-Blocks. These are sometimes marked ON or OFF, and sometimes just shown as a patterned block. The result can be discovered further down your path (or maybe back the way you came!). These usually make platforms appear or provide access to otherwise inaccessible places. You must figure out whether they should be switched on or off – experiment!

End-of-Level Bad Guy

At the end of each major area of the Mansion, you will confront a LARGE Bad Guy! To defeat him, you must stomp on his head a number of times, while avoiding him and any projectiles he may launch. An ENERGY METER will appear on the right side of the screen to display how many hits you need to defeat the Bad Guy. Accomplish this, and the reward makes it all worthwhile.

Continue

When you lose all of your lives, you are allowed to CONTINUE the game if desired. When this option is selected, you will restart from the Hall of Stairs in the Mansion. However, you will retain the same number of HEART units you had when you last played, and whichever members of your family you had rescued.

Password

When you score a major achievement, such as gaining an extra HEART, or rescuing a member of the Family, you will be given a password – MAKE A CAREFUL NOTE OF THIS! Next time you play the game, you can input your password to enable you to start with the same number of HEARTS and Family rescued, as you had last time you played. You will, however, restart the game in the Hall of Stairs.

Thing™

By some of the doors, you will see a box labeled A. These boxes contain Thing,™ and if you jump up under them, Thing™ will spring out and reveal a clue for the section you are playing. These can be REALLY useful!

How to Play

As you explore the Mansion, you will come across plenty of bonuses that will give you extra power and points:

Invisible Bonuses

These are worth 1000 points each and are scattered throughout the Mansion.

Flying Beanie Caps

You will find these spread randomly throughtout the Mansion and its grounds. When you collect the hat and tap Button A, you can fly around the level instead of jumping. The hat will last until you lose a life or leave the level to go onto the next.

1 UP Icons

These are worth finding because they will give you an extra life!

Running Shoes

Collect these and your running speed will be doubled.

Shield Icon

When collected, this will protect you from any physical harm, usually caused by impact with creatures. It will not protect you from falling into lava or other similar danger. Beware, because the power of the shield is limited.

Sweets and Cakes

Along the way you can collect sweets and cakes. For every 25 you will have a Heart replenished (if necessary). On collecting 100 sweets or cakes, you will get an extra life.

Playing Tips

- Trees are a good place to begin. Then find somewhere cold. The Big Bad Guys at the end of these sections may be dangerous, but they are not Heartless.

- Going back through the same door does not always lead you back to the same place.

- There is always a 'safe spot' when confronted by a Big Bad Guy. Find this and you should defeat him easily.

- Use the creatures as 'springboards' to jump on in order to reach an otherwise inaccessible spot.

- Map your progress. Remember, the Mansion is HUGE and you don't want to forget where you're going (or have been!).

- Platforms may materialize in mid-air as you walk across – be brave!

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